

Claims:

1. A data structure for an electronic lottery ticket used for the play of an electronic lottery game, said data structure comprising:

primary-section data providing information on an electronic-lottery-ticket play outcome; and

variable-section data providing additional information on play representation of said electronic-lottery ticket,

wherein said additional information determines electronic-lottery-ticket play representation without changing said electronic-lottery-ticket play outcome.

2. The data structure of claim 1, wherein said play representation comprises at least one of an animation, a sound, a graphic, a set of symbols and a new play representation.

3. The data structure of claim 1, further comprising subsequent play-section data, wherein subsequent play-section data comprises information on a subsequent-play representation taking place after a primary play representation, wherein subsequent play-section data information is correlated to primary-section data.

4. A data structure for an electronic lottery ticket used for the play of an electronic lottery game, said data structure comprising:

primary-section data providing information on a primary play representation; and

subsequent-section data wherein each one of said subsequent-section data provides information on one subsequent play representations, taking place after said primary play representation, and wherein at least one of said

subsequent-section data is correlated to information contained in said primary-section data.

5. The data structure of claim 4, wherein primary- and subsequent-section data comprise information on electronic-lottery-ticket value.
6. The data structure of claim 4, wherein said play representation comprises information on at least one of electronic-lottery-ticket outcome format and game indicia of play representation.
7. The data structure of claim 4, wherein a single ticket purchase fee is required for the play representation of all information contained in a single data packet based on said data structure.
8. The data structure of claim 4, wherein ticket information based on said data structure is generated via a ticket generation program based on information of one a primary-play pay schedule and at least one subsequent-play pay schedule.
9. The data structure of claim 4, wherein information corresponding to at least one electronic lottery ticket is provided by a ticket distribution module to a player terminal upon request.
10. The data structure of claim 4, wherein primary-section data comprises ticket identification information.
11. A method of generating an electronic-ticket-lottery game using a population of electronic lottery tickets having a data structure, said method comprising:

establishing primary play information to generate based on a primary-play pay schedule;

generating primary-section data comprising said play information and placing said primary-section data in said data structure, said primary-section data including at least a primary-play ticket value;

establishing variable information data for modifying electronic-lottery-ticket play representation and placing said variable information data in said data structure; and

storing said data structure on a storage medium.

12. The method of claim 11, wherein said establishing comprises determining said variable information data for modifying said play representation by at least one of an animation, a sound, a graphic, a set of symbols and a new play representation.

13. The method of claim 11, further comprising establishing subsequent play-section data, wherein subsequent play-section data provides information on a subsequent-play representation taking place after a primary play representation, wherein subsequent play-section data information is correlated to primary-section data.

14. A method of generating an electronic-ticket-lottery game using a population of electronic lottery tickets having a data structure, said method comprising:

establishing primary play information to generate based on a primary-play pay schedule;

generating primary-section data comprising said primary play information and placing said primary-section data in said data structure, said primary-section data including at least a primary-play ticket value;

establishing, in correlation to said primary-section data, subsequent-play data to be generated;

for each subsequent-play data:

establishing subsequent play information to generate based on a subsequent-play pay schedule;

generating a subsequent-section data comprising said play information; and

placing said subsequent-section data in said data structure, said subsequent-section data including at least a subsequent-play value; and

storing said data structure on a ticket storage medium.

15. The method of claim 14, further comprising repeating steps of claim 14 until all tickets corresponding to said primary-play pay schedule have been generated and stored on said ticket storage medium, wherein the total amount of stored data structures composes the complete population of electronic lottery tickets of said game.

16. The method of claim 15, further comprising communicating said population to a ticket distribution module for electronic-lottery-ticket consumption.

167. The method of claim 14, wherein primary- and subsequent-section data comprise information on play representation.

18. The method of claim 14, wherein primary- and subsequent-section data comprise information on at least one of play representation format and.

19. The method of claim 14, wherein primary-section data comprises electronic-lottery-ticket primary-play purchase fee information.

20. The method of claim 19, wherein subsequent-section data comprises electronic-lottery-ticket subsequent-play purchase fee information differing from said primary-play purchase fee information.

21. A method of playing an electronic-lottery-ticket game involving consumption of electronic lottery tickets having information comprising primary-section data and

variable information data for modifying electronic-lottery-ticket play representation, said method comprising:

receiving a ticket purchase fee from a player;

consuming at least one of said electronic lottery ticket in response to said fee receipt, wherein said consuming comprises:

identifying, within said information contained in said electronic lottery ticket, said primary-section data;

identifying, within said information contained in said electronic lottery ticket, said variable information data;

identifying characteristics of said play representation in correlation with said variable information-data; and

providing said play representation based on said primary-section data and said play characteristics, wherein an outcome is independent of said play characteristics; and

awarding a prize according to said outcome.

22. A method of playing an electronic-lottery-ticket game involving consumption of electronic lottery tickets having information comprising primary-section data and subsequent-section data for modifying electronic-lottery-ticket play representation, said method comprising:

receiving a ticket purchase fee from a player;

consuming at least one of said electronic lottery ticket in response to said fee receipt, said consuming comprising:

identifying, within said information contained in said electronic lottery ticket, said primary-section data;

providing a primary play representation of a primary ticket based on primary-section data;

identifying, within said information contained in said electronic lottery ticket, said subsequent-section data; and

for each subsequent-section data, providing a subsequent play representation of a subsequent ticket based on said subsequent-section data; and

awarding a prize according to said electronic lottery ticket.

23. The method of claim 22, further comprising:

requesting an electronic lottery ticket from a ticket distribution module; and

obtaining, upon said request, said electronic lottery ticket from said ticket distribution system.

24. The method of claim 22, further comprising:

crediting said player primary-ticket value in a win counter;

for each subsequent-section data, taking a subsequent-ticket purchase fee from said win counter and crediting said player subsequent-ticket value in said win counter; and

when a representation of all of the primary ticket and the subsequent tickets have been provided, using available credits in said win counter to award a prize to said player.

25. The method of claim 22, wherein comprises performing said consuming step on a player terminal.

26. The method of claim 25, comprising storing said electronic lottery tickets on a ticket distribution module and wherein said ticket distribution system provides said electronic lottery ticket upon request from said player terminal.

27. The method of claim 22, wherein an outcome format of said primary ticket differs from an outcome format of said subsequent ticket.

28. A player terminal adapted for playing a lottery game involving the use of electronic lottery tickets of variable information-size, said player terminal comprising:

- a communication arrangement for receiving said electronic lottery tickets; and

- a play control arrangement for:

- causing the player terminal to request an electronic lottery ticket to the electronic lottery ticket storage medium and to receive it from the electronic lottery ticket storage medium;

- causing the player terminal to display a primary ticket representation upon reading of the electronic lottery ticket;

- causing the player terminal to identify a number of subsequent tickets associated with said primary ticket and identifying representations of said subsequent ticket based on the electronic lottery ticket information;

- causing the player terminal to display, one at a time, said subsequent ticket representations; and

- causing the player terminal to award a prize to the player according to the electronic lottery ticket played.

29. The player terminal of claim 28, further comprising a fee-receiving device to receive ticket purchase fees.

30. The player terminal of claim 29, further comprising a win counter recording credited prizes of a single ticket and withdrawing of subsequent ticket purchase fees.

31. The player terminal of claim 28, wherein said player terminal further comprises a format identification means identifying primary ticket outcome format and a subsequent ticket outcome format based on the electronic lottery ticket information and causing the player terminal to modify at least one of said primary ticket format and said subsequent ticket outcome format.

32. The player terminal of claim 28, wherein said ticket representations are provided on an electronic display.

33. The player terminal of claim 28, wherein said electronic lottery tickets are stored on an electronic lottery ticket storage medium remote from said player terminal.

34. A data structure for an electronic lottery ticket used for the play of an electronic lottery game, said data structure comprising:

a primary-section data of a fixed-size providing information on a primary ticket; and

subsequent-section data wherein each one of said subsequent-section data provides information on modification of said electronic lottery ticket play.

35. The data structure of claim 34, wherein said modification of electronic lottery ticket play comprises:

providing information on ticket representation to be provided after representation of a ticket corresponding to primary-section data;

providing information on game modification to be provided during representation of a ticket corresponding to primary-section data;

providing information on player-selection option to be offered after representation of a ticket corresponding to primary-section data; and

providing information on additional representation differing presentation of current ticket from presentation of at least one other ticket representation.

36. The data structure of claim 35, wherein said additional representation comprises an animation played during representation of said ticket.

37. The data structure of claim 34, wherein said subsequent-section data comprises an association to a prize value.

38. The data structure of claim 34, wherein said primary-section data includes unique ticket identification.